

Not written by us

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No architecture or bad architecture

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No structure or a code mess

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No structure or a code mess
WTF per hour > 9000

How to measure the legacy?

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$$L = T*H^{1}$$

¹ T - hours of tech debt, H - developer's rate per hour

How to measure T?

Errors and vulnerabilites

- Errors and vulnerabilites
- Maintenability problems

- Errors and vulnerabilites
- Maintenability problems
- Code duplications

- Errors and vulnerabilities
- Maintenability problems
- Code duplications
- Low test coverage

SonarQube

Bugs & Vulnerabilities





Code Smells



8.9k

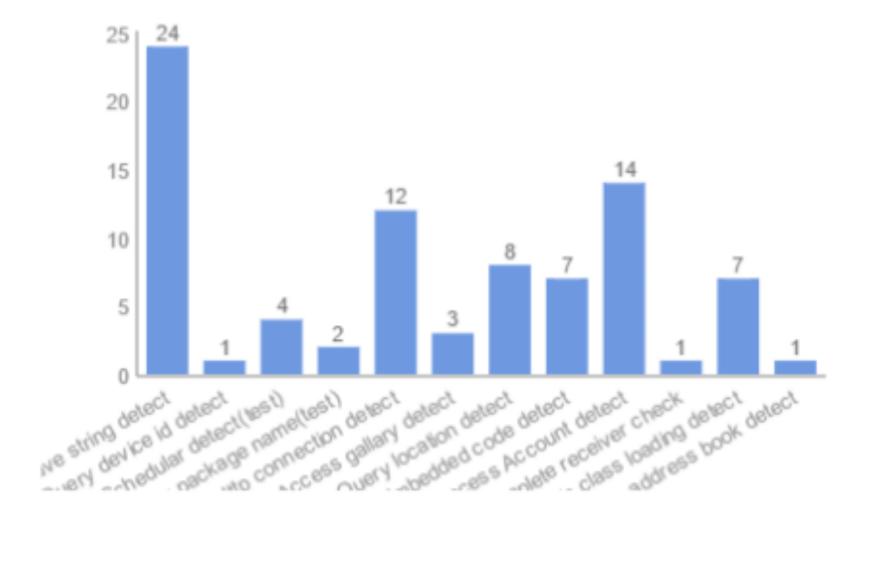
started 3 минуты назад

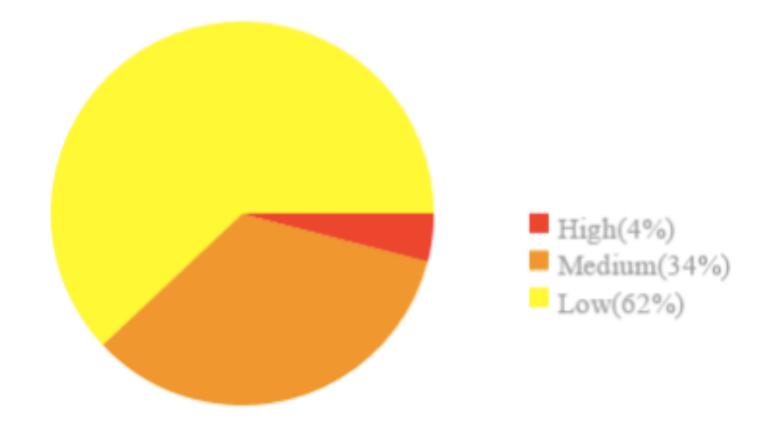
Duplications



620 Duplicated Blocks

SonarQube MobSF/Akana/Whatever Security Analysis tool





SonarQube MobSF/Akana/Whatever Security Analysis tool Architecture analysis tool

SonarQube MobSF/Akana/Whatever Security Analysis tool Architecture analysis tool

What's an architecture?

The set of structures needed to reason about the system, which comprises software elements, relations among them, and properties of both. ²

² Software Architecture in Practice, 3rd Edition, Bass, Clements, Kazman, Addison-Wesley

 Architecture is a key to the system properties, an end user is concerned about

- Architecture is a key to the system properties, an end user is concerned about
- Or product owner thinks so

- Architecture is a key to the system properties, an end user is concerned about
- Or product owner thinks so
- There are no bad or good architectures; there are ones that fit the target system properties

No need to if you try the technology

- No need to if you try the technology
- No need to if you create a one-time script

- No need to if you try the technology
- No need to if you create a one-time script
- You definitely need to in all the other cases

Performance

- Performance
- Localization

- Performance
- Localization
- Offline work

- Performance
- Localization
- Offline work
- Testability

- Performance
- Localization
- Offline work
- Testability
- Extendability

Arguments and return values are explicit

- Arguments and return values are explicit
- The dependencies are explicit

- Arguments and return values are explicit
- The dependencies are explicit
- The dependencies are changeable in tests

The changes are inevitable

- The changes are inevitable
- How much do the changes cost:
 - How much do the changes-making mechanism cost?
 - How much do the change making without the mechanism cost?

For N similiar changes approx. equation is:

N * ChangeCost <= MechanismCost + N * (Change2Cost)

Performance

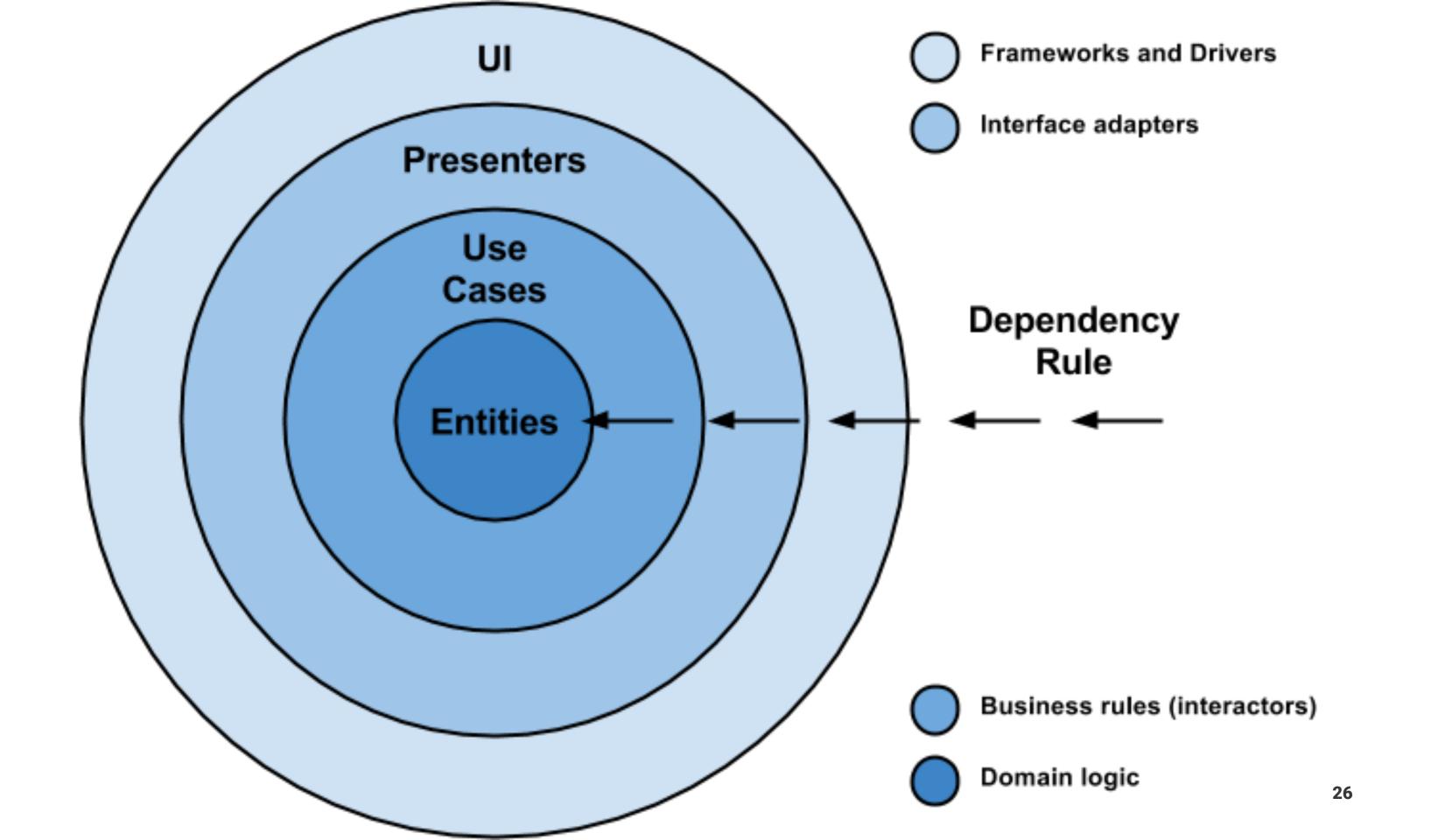
- Performance
- Localization

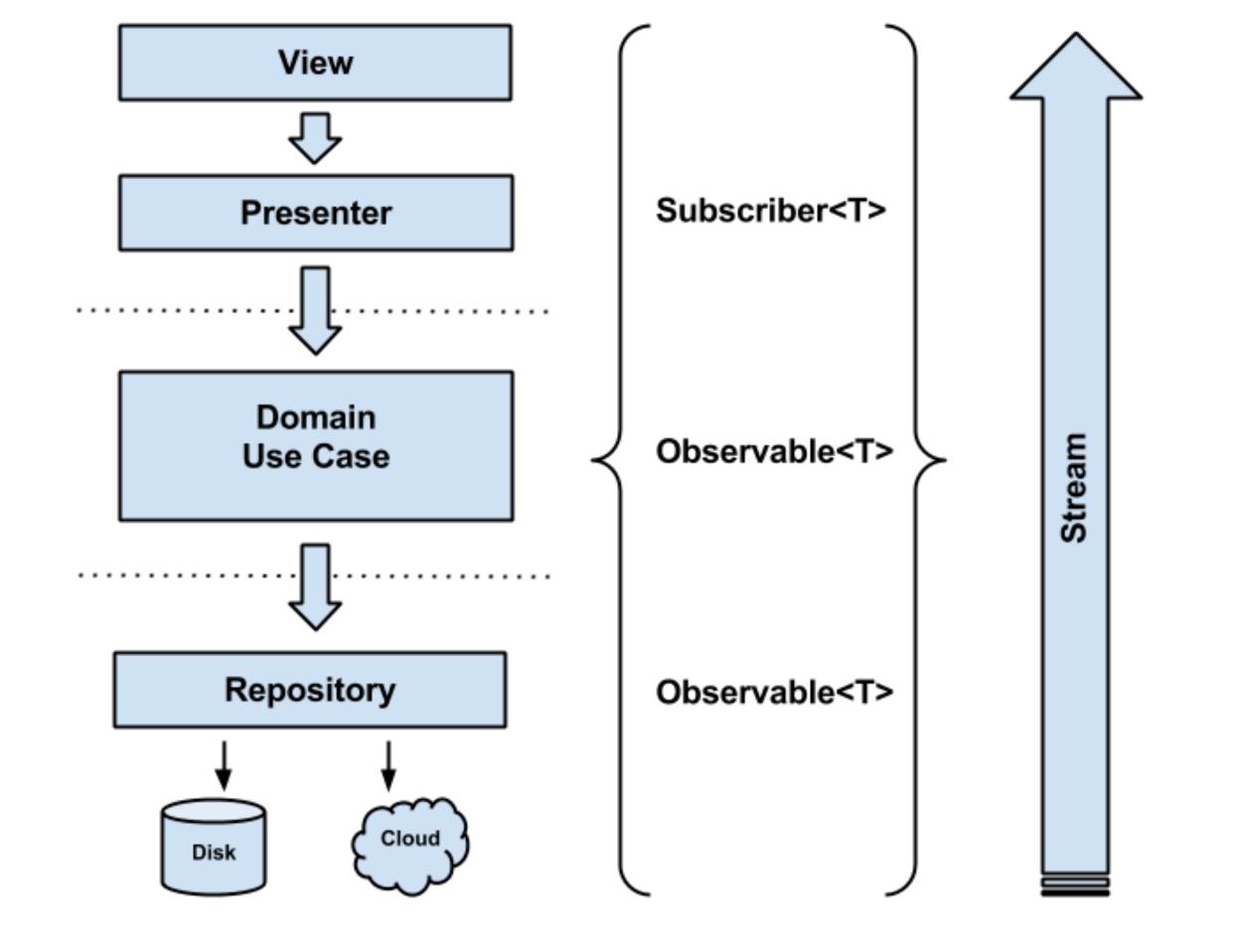
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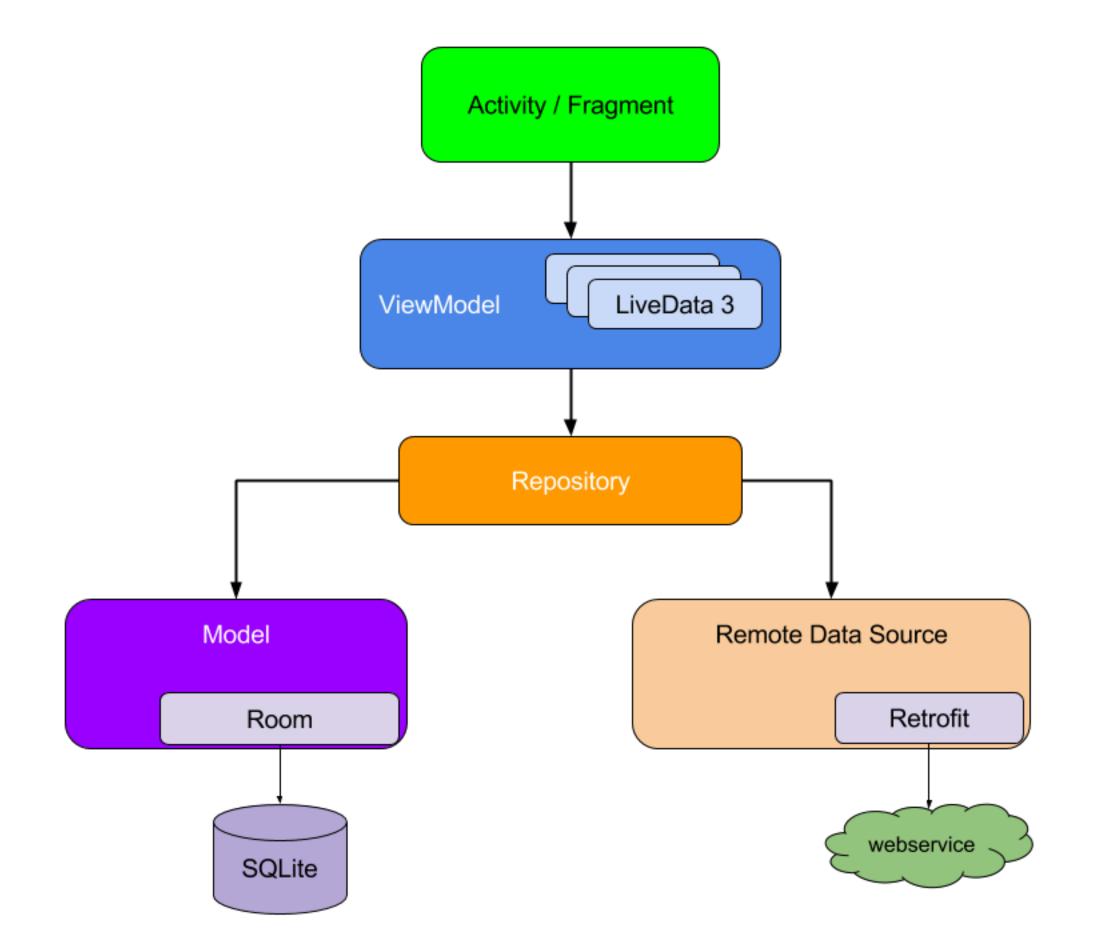
Clean architecture





Clean architecture

- Clean architecture
- Google Android architecture



Clean architecture

- Clean architecture
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- Clean architecture
- Google Android architecture
- VIPER

What's in common?

What's in common?

In strictly layered architectures the current layer may access only the one layer below ³

³ Software Architecture in Practice, 3rd Edition, Bass, Clements, Kazman, Addison-Wesley

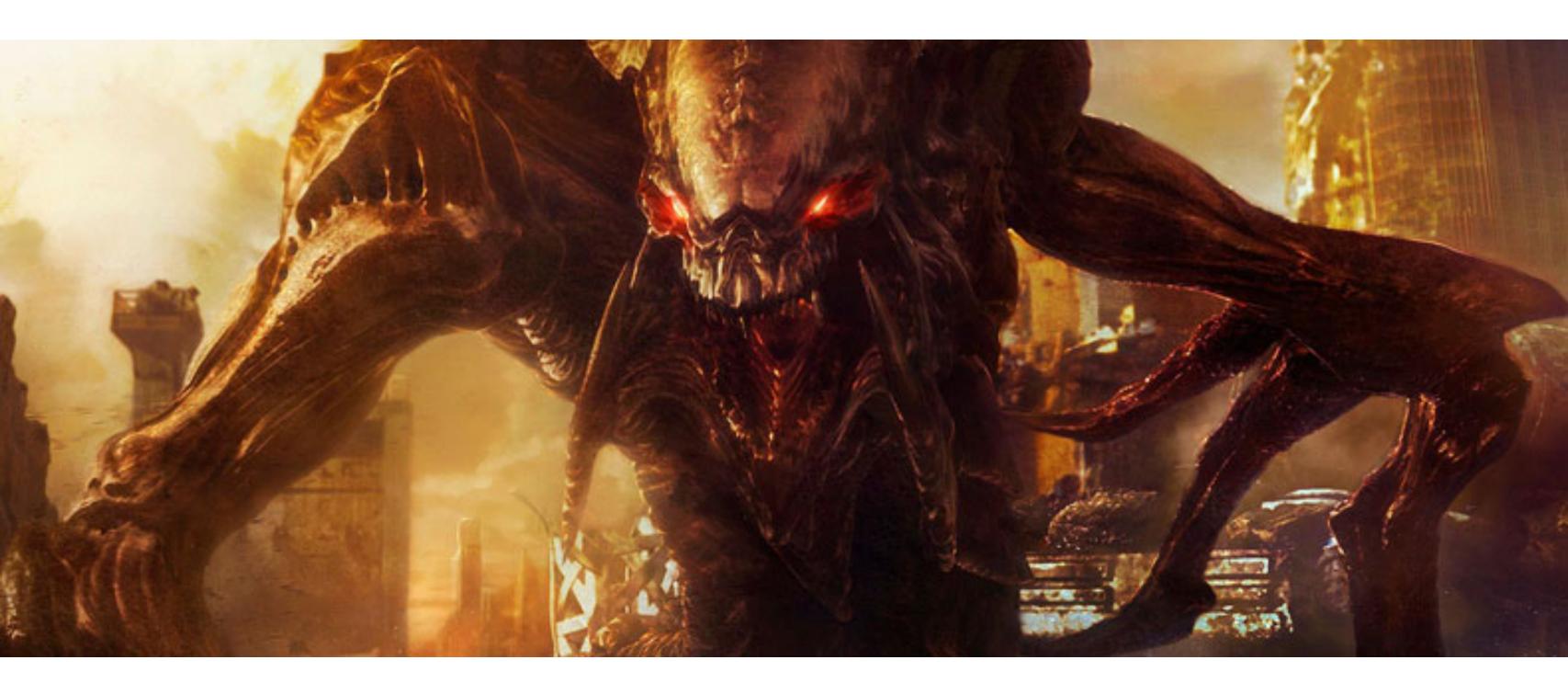
1. 4 databases

- 1. 4 databases
- 2. 30 tables

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- 3. 278 classes for data access

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- 2. 30 tables
- 3. 278 classes for data access
- 4. 20,000 LOC

- 1. 4 databases
- 2. 30 tables
- 3. 278 classes for data access
- 4. 20,000 LOC
- 5. 0% test coverage in fact



Entity example

```
public class Entity {
    private String name;
    private Long id;
    public String getName();
```

```
@AutoFactory
public class GetEntityRequest extends SqlRequest {
    @Override
    protected String[] getColumns() {
        return new String[] {
            F + "." + ID_FIELD + " AS " + F_ID_FIELD,
            F + "." + NAME_FIELD + " AS " + F_NAME_FIELD,
            STORAGE + "." + ID_FIELD + " AS " + STORAGE_ID_FIELD,
            SYNC + "." + ID_FIELD + " AS " + SYNC_ID_FIELD,
```

```
@Override
public Entity createEntity() {
    if (!cursor.moveToFirst()) {
        return null;
    String name = cursor.getString(cursor.getColumnIndex(F_NAME_FIELD));
    return new Entity(id, name, ...);
```

```
@AutoFactory
public class GetEntityRequest extends SqlRequest {
    ...
}
```

```
@AutoFactory
public class GetEntityRequest extends SqlRequest {
@Generated
public class GetEntityRequestFactory {
    public GetEntityRequest create() {
        return new GetEntityRequest();
```

Request call

```
public class MyEntityActivity extends Activity {
    @Inject GetEntityRequestFactory requestFactory;
    @Override
    protected void onCreate(Bundle instance) {
        super.onCreate(instance);
        Entity entity = requestFactory.create().createEntity();
        show(entity);
```

1. Disk access on the UI thread

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- 2. A lot of boilerplate

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- 3. Presenation layer accesses the data hardening the unit-testing

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- 2. A lot of boilerplate
- 3. Presenation layer accesses the data hardening the unit-testing
- 4. The data model is unknown



Extending the layer

Extending the layer

1. Separate module

Extending the layer

- 1. Separate module
- 2. Unit-test covered 100%

1. Getting to know the data model

- 1. Getting to know the data model
- 2. Providing guarantees it works

- 1. Getting to know the data model
- 2. Providing guarantees it works
- 3. Protect of incorrect changes

Stetho ⁴

⁴ http://facebook.github.io/stetho/

Stetho ⁴ Db files

⁴ http://facebook.github.io/stetho/

Stetho ⁴ or Android file Explorer Db files sqldelight ⁵

⁴ http://facebook.github.io/stetho/

⁵ https://github.com/square/sqldelight

Stetho

compile 'com.facebook.stetho:stetho:1.5.0'

Stetho

```
public class MyApplication extends Application {
    ...
    public void onCreate() {
        super.onCreate();
        ...
        Stetho.initializeWithDefaults(this);
    }
}
```





- ▶ 🛅 Frames
- ▼ 🗒 Web SQL

▼ 😽 apod.db

- android_metadata
- rss_items
- sqlite_sequence
- Marked Indexed DB
- ▶ I Local Storage
- ▶ Session Storage
 - Cookies
 - Application Cache

> SELECT * FROM rss_items;

	title	description_image_u	description_text
43	Our Galaxys Magneti	http://antwrp.gsfc	What does the magne
44	The Milky Way over	http://antwrp.gsfc	You may have heard
45	A Twisted Solar Eru	http://antwrp.gsfc	A Twisted Solar Eru
46	Light from Cygnus A	http://antwrp.gsfc	Celebrating astrono
47	Interior View	http://antwrp.gsfc	Interior View
48	Launch to Lovejoy	http://antwrp.gsfc	Launch to Lovejoy
49	The Complex Ion Tai	http://antwrp.gsfc	What causes the str

- > SELECT _id, title FROM rss_items WHERE description_text CONTAINS
 '%comet%';
- near "CONTAINS": syntax error (code 1): , while compiling: SELECT
 _id, title FROM rss_items WHERE description_text CONTAINS '%comet%';
- > SELECT _id, title FROM rss_items WHERE description_text LIKE
 '%comet%';

_id	title	
49	The Complex Ion Tail of Comet Lovejoy	1

> PRAGMA user version;

```
user_version
1
```

>

Device File Explorer



Samsung SM-G930F Android 7.0, API 24

Name	Permissions	
▶ acct	dr-xr-xr-x	
▶ cache	drwxrwx	
▶ ■ config	drwxr-xr-x	
▶ cpefs	drwxrwxx	
▶ III d	lrwxrwxrwx	
▼	drwxrwxx	
▶ app	drwxrwxx	
▼	drwxrwxx	
android	drwxrwxx	
com.android.apps.tag	drwxrwxx	
com.android.backupconfirm	drwxrwxx	
com.android.bluetooth	drwxrwxx	
com.android.bluetoothmidiservice	drwxrwxx	
com.android.bookmarkprovider	drwxrwxx	
▼ macom.android.calendar	drwxrwxx	
run-as: Could not set capabilities: Operation not permitted		
com.android.calllogbackup	drwxrwxx	

```
buildscript {
  repositories {
    mavenCentral()
  dependencies {
    classpath 'com.squareup.sqldelight:gradle-plugin:0.6.1'
apply plugin: 'com.squareup.sqldelight'
```

```
CREATE TABLE entity (
   _id INTEGER NOT NULL PRIMARY KEY AUTOINCREMENT,
   name TEXT NOT NULL
);
```

```
public class Entity {
  private Long id;
  private String name;
  public Long getId() { ... }
  public String getName() { ... }
```

```
@Table(name = "Entity")
public class Entity {
  @Column(name = "_id")
  private Long _id;
  @Column(name = "NAME")
  private String name;
  public Long getId() { ... }
  public String getName() { ... }
```

1. Create unit test

- 1. Create unit test
- 2. Implement

- 1. Create unit test
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- 3. Deprecate

- 1. Create unit test
- 2. Implement
- 3. Deprecate
- 4. Replace

```
@Override
protected void onCreate(Bundle instance) {
    super.onCreate(instance);
    Entity entity = requestFactory.create().createEntity();
    show(entity);
}
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protected void onCreate(Bundle instance) {
    super.onCreate(instance);
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```

```
@Override
protected void onCreate(Bundle instance) {
    super.onCreate(instance);
    GetEntityRequest request = requestFactory.create();
    Entity entity = request.createEntity();
    show(entity);
}
```

```
@VisibleForTesting
protected Entity loadEntity() {
    return requestFactory.create().createEntity();
}
```

```
@VisibleForTesting
protected Observable<Entity> loadEntity() {
    return Single.just(
        requestFactory.create().createEntity()
    );
}
```

```
@Override
protected void onCreate(Bundle instance) {
    super.onCreate(instance);
    loadEntity()
        .subscribeOn(Schedulers.io())
        .observeOn(AndroidSchedulers.mainThread());
        .subscribe({entity, throwable} -> {
            show(entity);
       });
```

```
@Override
protected void onCreate(Bundle instance) {
    super.onCreate(instance);
    viewModel.loadEntity()
        .subscribeOn(Schedulers.io())
        .observeOn(AndroidSchedulers.mainThread());
        .subscribe({entity, throwable} -> {
            show(entity);
        });
```

```
@Test
public void shouldLoadEntity() {
    ViewModel viewModel = new ViewModel();
    viewModel.loadEntity()
        .subscribe({entity, throwable} -> {
            checkEntity(entity);
        });
```

```
public void checkEntity(Entity entity) {
    assertEquals(NAME, entity.getName());
    assertEquals(ID, entity.getId());
    ...
}
```

- 1. Create unit test
- 2. Implement

Implement

```
public interface EntityDAO {
    Observable<Entity> loadEntity();
}
```

Implement

```
public class ViewModel {
    @Inject EntityDao entityDao;

    public Observable<Entity> loadEntity() {
        return entityDao.loadEntity();
    }
}
```

Implement

```
public class GreenDaoEntityDAO implements EntityDAO {
    public Observable<Entity> loadEntity() {
        RxDao<DbEntity> rxDao = daoSession.getEntityDao().rx();
        return rxDao.load();
    }
}
```

1. Database object is not convenient to use in presentation

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- 2. More likely there are Entity and DbEntity.

- 1. Database object is not convenient to use in presentation
- 2. More likely there are Entity and DbEntity.
- 3. What to do?

Converters!

Converters

```
public class GreenDaoEntityDAO implements EntityDAO {
    public Observable<Entity> loadEntity() {
        RxDao<DbEntity> rxDao = daoSession.getEntityDao().rx();
        return rxDao.load().flatMap(dbEntity -> convert(dbEntity));
    }
}
```

Converters

```
public class GreenDaoEntityDAO implements EntityDAO {
    public Observable<Entity> loadEntity() {
        RxDao<DbEntity> rxDao = daoSession.getEntityDao().rx();
        return rxDao.load().flatMap(dbEntity -> convert(dbEntity));
    }
}
```

1. Junior developers doesn't know anything about your architecture

```
public class GreenDaoEntityDAO implements EntityDAO {
    public Observable<Entity> loadEntity() {
        String userId = ApplicationSettings.getUserId();
        RxDao<DbEntity> rxDao = daoSession.getEntityDao().rx();
        return rxDao.load(userId).flatMap(dbEntity -> convert(dbEntity));
    }
}
```

Mode the layer into separate module

- Mode the layer into separate module
- Cover it with unit-tests

- Mode the layer into separate module
- Cover it with unit-tests
- Ship binary

- 1. Create unit test
- 2. Implement

- 1. Create unit test
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- 3. Deprecate

Deprecate

```
/**
  * @deprecated Please, use {@link EntityDao#loadEntity()}
  */
@Deprecated
@AutoFactory
public class GetEntityRequest {
    ...
}
```

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- 4. 7400 LOC including tests (againt 20,000 without ones)

- 1. 4 databases
- 2. 30 tables
- 3. 84 data access classes (against 278)
- 4. 7400 LOC including tests (againt 20,000 without ones)
- 5. 100% test coverage in fact (было 0%)



Passed

Bugs & Vulnerabilities



Bugs



Vulnerabilities

Code Smells



1

Code Smells

Duplications

started 5 минут назад



0

Duplicated Blocks

Performance

- Performance
- Localizable

- Performance
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Refactoring the network layer

- Refactoring the network layer
- Moving to MVVM

- Refactoring the network layer
- Moving to MVVM
- Basically introducing the new layer

Security

- Security
- Tools and utility classes

- Security
- Tools and utility classes
- Any cross-component code

Vladimir Ivanov - Lead Software Engineer in EPAM

- Vladimir Ivanov Lead Software Engineer in EPAM
- More than 7 years of Android apps development

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- More than 15 published applications

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- Wide interest in mobile technologies

